FROM
RUSSIA
WITH LOVE™
STARRING
SEAN CONNERY AS JAMES BOND
007™
TEEN
T
CONTENT RATED BY
ESRB
EA™
Metro Goldwyn Mayer
TRADE
MARK
MGM INTERACTIVE

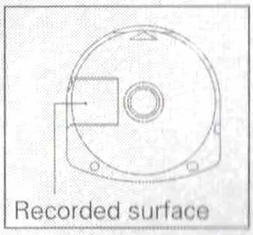
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

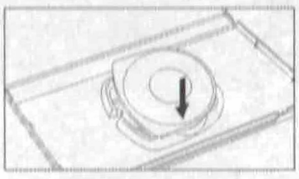
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

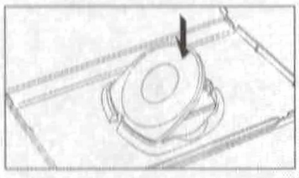
• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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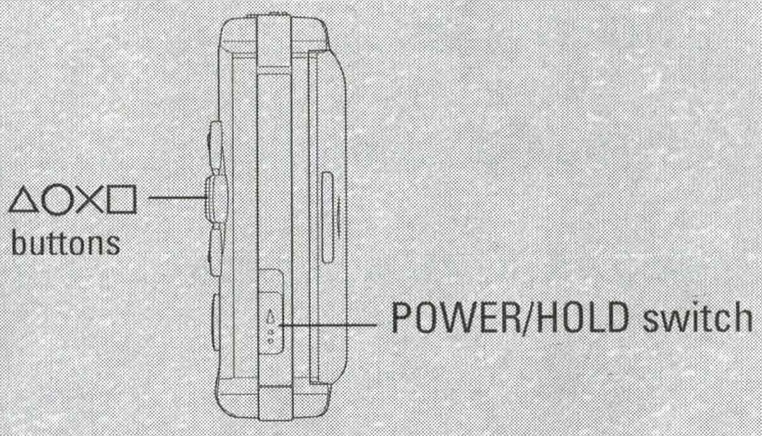
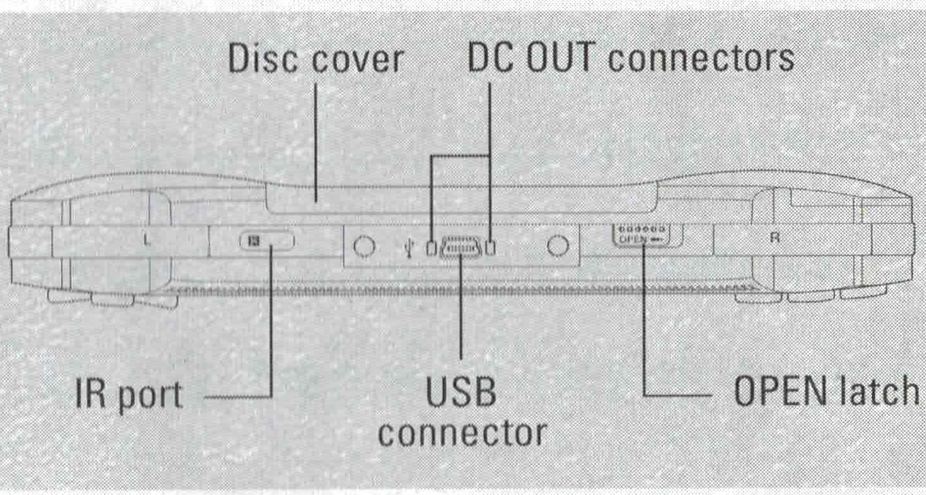
GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *From Russia with Love*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

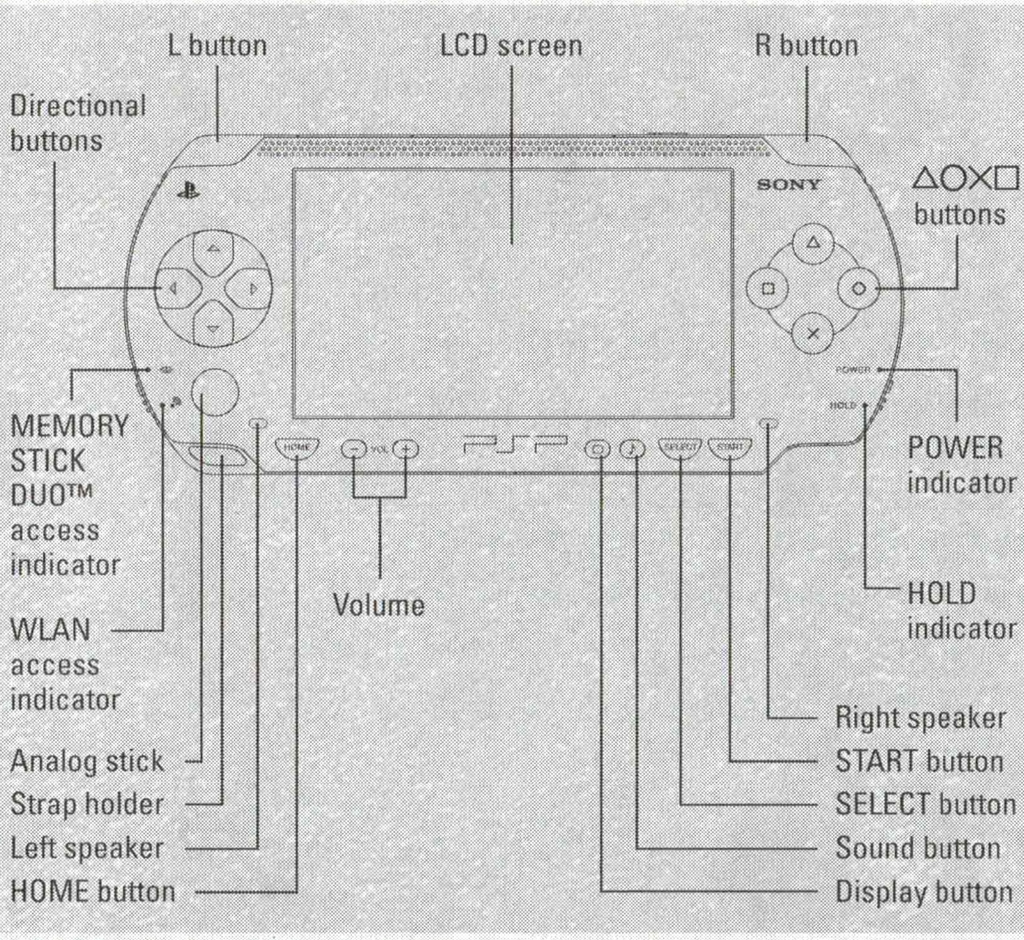
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

GENERAL CONTROLS

Move	Analog stick
Action/Reload	⊗ button
Fire weapon/Hand-to-hand combat	**R** button
One-hit disable	**R** button + button shown above enemy
Lock on target/Center camera	**L** button (hold)
Rotate Camera	▢ button/◯ button
Bond Focus mode	▢ button (while locked on a target)
Wall cover/Crouch	△ button
Dive roll	double tap △ button
Weapon select	Directional buttons ↔ and ↕
Pause	**START** button

NOTE: Visit to the Options menu to customize your controller settings.

JETPACK CONTROLS

Lock on target	**L** button (hold)
Fire	**R** button
Elevate	△ button
Descend	✕ button
Strafe left/right	□ button/○ button
Dodge left/right	double-tap □ button/ ○ button
Dodge up/down	double-tap △ button/ ✕ button
Move forward/backward and turn left/right	Analog stick
Weapon select	Directional buttons ↔

BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 Agent.

TARGET LOCK

To lock onto a target, press and hold the **L** button. The target lock indicator appears. To fire, press the **R** button.

SNIPING

When a sniper rifle is equipped, press and hold the **L** button to set your sights on your enemy. Press the Analog stick to aim and press the **R** button to fire. Zoom in and out with the Directional buttons.

CHANGING WEAPONS

To change weapons or gadgets during gameplay, use the quick-select by pressing the Directional buttons.

★ Press the Directional buttons ↔ to scroll through the various weapon categories and Directional buttons ↕ to select a specific weapon in that category.

CROUCH

By crouching, Bond can move more stealthily through his surroundings. Weapons are more accurate when fired while crouching. To toggle between crouching and standing, press the △ button.

Press the Analog stick to move while crouching.

TIP: Crouching behind objects in your environment such as crates and furniture can help you avoid being hit during a firefight. You can also shoot over cover while crouching.

DIVE ROLL

Bond can get out of harm's way by executing a well timed dive roll. Double-tap the △ button to dive roll in each direction.

WALL COVER

Bond can harness the element of surprise and avoid enemy fire by taking wall cover. To use wall cover, approach a wall and press the △ button. To disengage from wall cover, press the Analog stick away from the wall.

★ To sneak while using wall cover, press the Analog stick ↔.

★ You can target and fire around a corner by wall hugging and moving into position near a corner.

BOND FOCUS

Bond Focus allows you to shoot enemies with superior accuracy. In Bond Focus mode, your aim is so precise you can even target objects your enemy is carrying, such as grenades. But be careful, take too much time and you lose your focus.

★ To use Bond Focus mode, press and hold the **L** button + the □ button. Adjust your aim with the Analog stick, and then press the **R** button to shoot.

★ To exit Bond Focus mode, release the **L** button.

INTRODUCTION

The year is 1963. Your name is Bond, James Bond. And your mission is to slip inside the dangerous and debonair world of the *original* 007 played by none other than Sean Connery. Travel to Istanbul and connect with a beautiful Russian double agent, whose possession of the Lektor, a Soviet decoding device, is the beginning of a devious plot that pits Bond against ruthless foes in the underworld. As 007, romance the women, dispatch enemies, and intercept the decoding device in order to save Western Civilization from certain peril ... all in the name of King and Country, of course.

PLAYING THE GAME

Being the world's greatest 00 Agent means traveling to exotic locales, battling dangerous villains, and saving beautiful women. Your adventure starts here.

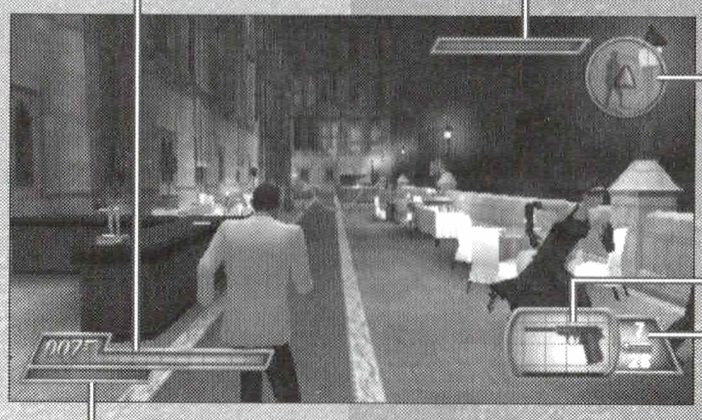
LEVEL SELECT

The Level Select screen provides an overview of your game's progress. In it, you can select to undertake a new level, or view the Awards you have gained from already-completed levels. It also tracks any challenges you have unlocked.

★ To start a new level, select the one you want to play, and then choose between OPERATIVE, AGENT, and 00 AGENT difficulty levels.

Completing a level unlocks the next one in sequence. You can, however, go back at any time and replay a level.

GAME SCREEN


Health—your health bar depletes when you get injured. When the bar is completely dark, you fail your mission.
Opponent's health level
Radar—objectives are represented by blue dots on the radar screen.
Equipped weapon
Remaining ammo
Armor—to replenish your armor level, acquire body armor.

007 EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure success in your mission. Get to know them well.

Laser Watch — Your watch comes equipped with a laser beam hot enough to ignite anything that burns and strong enough to penetrate bulletproof glass. In a bind, you can also use your watch as a weapon against enemies, but it can only be used for a few seconds before it needs to recharge.

Q-Dart — When thrown, the Q-Dart activates and unleashes a barrage of darts that can dispatch several foes at once. This is ideal for use in tight spaces where you are outnumbered.

Q-Copter — The Q-Copter is perfect for getting into places where going through the front door is not an option. The Q-Copter can also be used as a mobile bomb.

Serum Gun — The Serum Gun fires a non-lethal cartridge that temporarily confuses enemies, which is perfect for racking up points through Melee disables.

UPGRADES

You can upgrade weapons and gadgets by earning Upgrade Points awarded for melee disables, Bond Focus disables, and combos. Your upgrade status can be tracked via the gold progress bar at the base of each inventory icon. You are notified when you have earned enough Upgrade Points to upgrade an inventory item. Some items can be upgraded more than once.

★ Press the Directional buttons ↔ or ↕ to open the Weapon Inventory menu, then press the ▣ button on the item you wish to upgrade.

COMPLETING YOUR MISSION

SCORE SCREEN

Your score is composed of how well you complete the mission. Points are awarded for melee disables, Bond Focus disables, and combos. Points allow you to upgrade weapons and gadgets.

You earn awards by meeting the time and disables requirements, by finding the Bond Moment in the level, and by beating the level in 00 Agent difficulty:

Achieving the Time Award unlocks the first challenge for that mission.

Achieving the Disable Award unlocks the second challenge for that mission.

Finding the Special Bond Moment unlocks a new character to play as in Multiplayer.

SAVING AND LOADING

Single-player missions have checkpoints that automatically save your progress as you play.

You can return to the last checkpoint at any time through the Pause menu, or if you die.

Checkpoint saves are only active during your current gameplay session, so be sure to save your progress to the Memory Stick Duo™ before turning off the console or you will lose any progress made since the last save. You can do this at the end of each mission when you're automatically prompted.

You can also save mid-mission by quitting the game and selecting SAVE in the Options/Profiles menu. When you load the game, you're taken to the last checkpoint.

When you play next, your current mission is selected automatically. Press the ⊗ button to continue.

BOND CHALLENGES

★ Unlock a variety of single-player challenges that reward you for thinking—and acting—like 007. Special Weapon Challenges, Races, Boss Challenges, and Survivor pit you against the clock to test your skill to the max.

MULTIPLAYER

Battle it out in multiplayer matches and discover who makes the vilest Bond villain.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP handheld systems to communicate directly with each other.

★ To start a multiplayer game, select MULTIPLAYER in the Main menu. Be sure the WLAN switch on your PSP™ system is turned on before attempting to play a network game.

JOINING A MULTIPLAYER GAME

1. Select JOIN GAME in the Multiplayer menu.
2. Any multiplayer games in your vicinity appear on-screen. Select which game you'd like to join.

HOSTING A MULTIPLAYER GAME

1. Select CREATE GAME in the Multiplayer menu. The Multiplayer Options screen appears.
2. Adjust options including game type, map, time limit, winning condition, radar, and game speed, and select a server name, then press the ⊗ button to continue.
3. For Classic/Domination mode: specify weapon sets, number of AI Opponents, power ups, and pickup respawn time, then press the ⊗ button. When all players are ready, gameplay begins.

NOTE: Jetpack-only Multiplayer modes have a maximum of four players and do not support AI opponents.

MATCH TYPES

Classic	The ultimate free-for-all. Dispatch every one of your opponents ... at all costs.
Domination	Set the maximum number of lives for the game, and vie to be the last man standing in Domination mode.
Dogfight	The same rules apply for Dogfight mode as they do for Classic mode, with one major exception: you are always in a jetpack. Dogfight mode is only available in the Factory and Venice multiplayer maps.
Flying Ace	Flying Ace mode is Domination mode, except you are always in jetpacks, and are restricted to the Factory and Dogfight multiplayer maps. **NOTE:** You are still able to fight even after you lose all your lives.

HINTS AND TIPS

★ Wait for Bond to steady his aim before firing to get better accuracy. The green target ring reduces in size when an enemy is first targeted to show the period of aiming.

★ Remember, you have a small window of opportunity to shoot Bond Focus targets.

★ Use stealth to your advantage.

★ Stars appear onscreen when Upgrade Points are awarded: red for Focus disables, yellow for melee disables, and three red stars for Combos.

★ If you are targeted by an opponent in Multiplayer, you can break the lock by dive rolling. This forces your opponent to reacquire a target lock. However, if you roll too much, you will get dizzy.

★ Use Bond Focus to your advantage in multiplayer games.

LIMITED 90-DAY WARRANTY

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